

ALL-NEW! ALL-ACTION! ALL-SEGA!

No. 4 10th JULY 1993
Every fortnight

Britain's
OFFICIAL
SEGA
COMIC

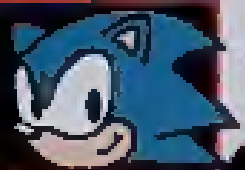
Sonic

the comic

95p

starting

SONIC
THE HEDGEHOG



with

GOLDEN AXE

and

**WONDER
BOY**

plus

SHINOBI

**CLAWS OF THE
MONKEY KING!**



NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Humans!

You're amazing! My super dad I mentioned in my last Welcome Screen that the humans who think they are in charge had been deluged by your letters and drawings, then another tidal wave of them arrived, absolutely swamping the boxes. It's a bit painful round here at the moment. Way to go, Humans!

If the humans were not buried under your letters I know they'd want me to thank each and every one of you who have taken the time to write or draw something. We'd like to reply to each of you personally but if we did there'd be no time to bring out STC! So please accept my heartfelt thanks and look out for the best letters and drawings in Speedlines.

One thing may of you wanted to know more about was your tiny, Megadroid, character, due to popular demand (at least two of you), I present the definitive guide to my amazing self elsewhere in this page.

For those of you not wishing to be dazzled by such a fabulous profile (hey, who's it anyone going?) there are the latest sensational stories of Sonic, Gears Ace, Snipes and Winger for to be devoured.

Shoo, the things a droid has to do to be noticed!

Megadroid



Meet Megadroid!

NAME:

Megadroid
DESIGNATION:
Mega-droid,
multi-purpose,
editorial screen droid



with enhanced graphics and sound capabilities.

OPERATING SYSTEM: Classified prototype.

MEMORY STORAGE: Classified, but knows to run on giga-bytes.

COMPATIBLE WITH: All current and future Sega formats.

ORIGIN: Created during a freak accident in a highly secret research lab. All that is known is that a bolt of lightning struck the lab during the test run of an advanced artificial intelligence program. A nearby Mega Drive, used by the scientists during off-duty breaks, seems to have been caught up in the resulting blast. Mysteriously, the scientists and all their notes and computer records have since disappeared. Fuel play is suggested.

Megadroid must have escaped the fate of the scientists somehow. All that is known is that, one day, he appeared in the STC offices. With his massive databases of information on Sega games and characters he was immediately put to work - clearing the desks and scrubbing the floors!

To this day Megadroid is convinced he is underused, underpaid and better than any of the humans (humans) visiting STC!

FAVOURITE COMIC: What do you think?

FAVOURITE FOOD: Miso, plantain, glass (he has built-in recycling units).

FAVOURITE SEGA GAME: Of the

MOMENT:

Flashback (RD)



The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up down move new entry re-entry

MEGA DRIVE

- 1 **new** FLASHBACK
- 2 **Y** SUPER KICK OFF
- 3 **new** FATAL FURY
- 4 **re** ECCO THE DOLPHIN
- 5 **Y** PGA TOUR GOLF 2
- 6 **Y** TIM TOONS: BUSTER'S TREASURE
- 7 **—** SONIC THE HEDGEHOG 2
- 8 **Y** HUND RASH 2
- 9 **re** STREETS OF RAGE 2
- 10 **re** DESERT STRIKE

MASTER SYSTEM

- 1 **re** SONIC THE HEDGEHOG 2
- 2 **Y** HICKEY HOUSE 2
- 3 **re** TAZMANIA
- 4 **Y** LEMMINGS
- 5 **Y** ALIEN STORM
- 6 **re** WIMBLEDON TENNIS
- 7 **re** G-LOC
- 8 **Y** DARIUS 2
- 9 **new** TECMO WORLD CUP
- 10 **re** ALIEN 3

GAME GEAR

- 1 **—** SONIC THE HEDGEHOG 2
- 2 **re** HICKEY HOUSE 2
- 3 **—** LEMMINGS
- 4 **Y** MICK & MACK: GLOBAL GLADIATORS
- 5 **re** STREETS OF RAGE
- 6 **re** BATMAN RETURNS
- 7 **Y** SUPER KICK OFF
- 8 **Y** TAZMANIA
- 9 **Y** SUPER MONACO GRAND PRIX
- 10 **re** CHUCK ROCK

Editor: Richard Burton • Design: Clara Gillmore • Publisher: Chris Power

Publisher/Editor: Saturday Star Publishing Ltd, 25-27, Millbank Place, London WC6N 1NR. Tel: 071 244 8440. *Sonic The Comic* must not be sold for more than the ceiling price shown on the cover. Printed by Great Britain by Phoenix Ltd. Published weekly by Southwicks, Publishers Printers Ltd, Edinburgh. Distributed by Southwicks, Publishers Ltd, London. Copyright © Saturday Star Publishing Ltd. 1995. Copyright © Sega Enterprises Limited. All Rights Reserved. Sega and Sonic are registered trademarks of Sega Enterprises Limited. All Rights Reserved. Sega and Sonic are registered trademarks of Sega Enterprises Limited. All Rights Reserved. Sega and Sonic are registered trademarks of Sega Enterprises Limited. All Rights Reserved.

PENGUIN ELSPA CHARTS

THE EMERALD HILL ZONE.

GHEESH!
HOW MANY TIMES
DO I HAVE TO
SAY IT?

YES!
I'M SURE THIS
IS THE RIGHT WAY,
AND IT WAS
DEFINITELY...

I'M TELLING
YOU, STREPSO, IT WAS
SONIC FOR SURE.
WHO ELSE CAN SPIN
LIKE THAT?

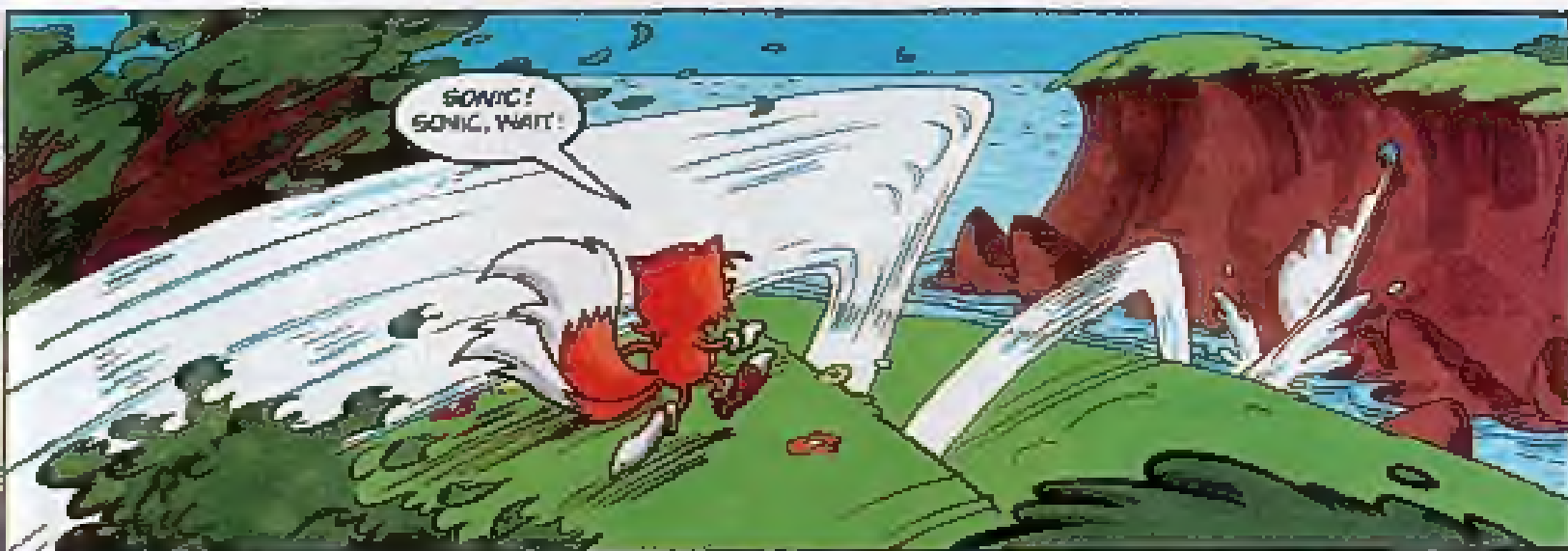
AND
YOU'RE SURE
HE WAS HEADING
THIS WAY,
RUFF?

...SONIC?

SONIC'S
FREAKED OUT!
RUN FOR IT!

Sonic
THE HEDGEHOG

DAY OF THE
BADNIKS



SONIC!
SONIC, WAIT!

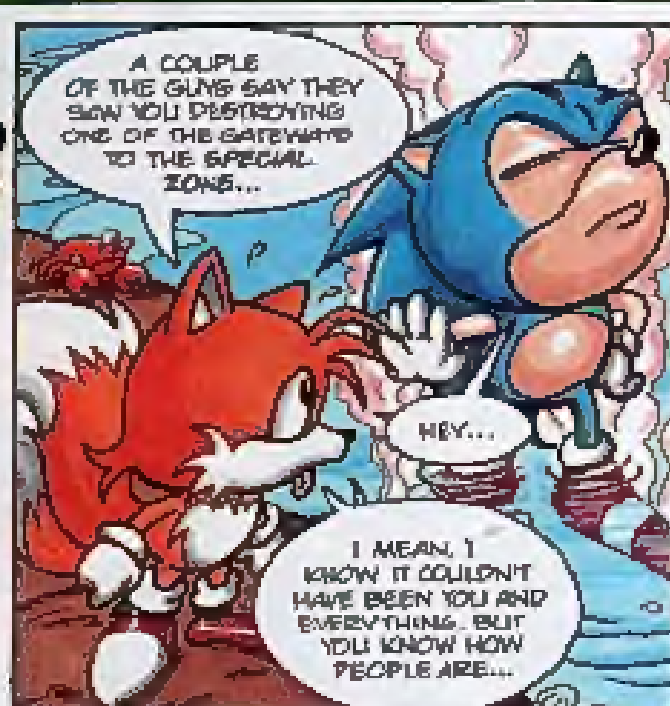


YOU
KNOW I CAN'T
KEEP UP WITH
YOU...
OOOPP!



SONIC
STOP! THERE'S
SOMETHING I'VE
GOT TO TELL
YOU!

MAKE
IT QUICK,
TAILS, I GOT
PLACES TO
GO...



A COUPLE
OF THE GUNZ SAY THEY
SAW YOU DESTROYING
ONE OF THE GATEWAYS
TO THE SPECIAL
ZONE...

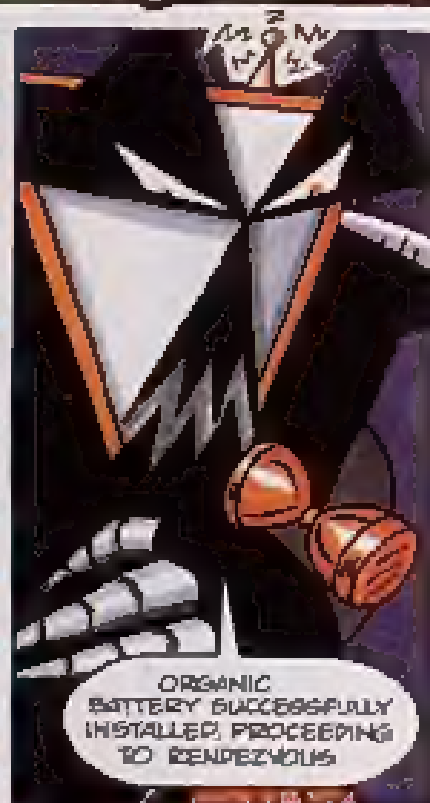
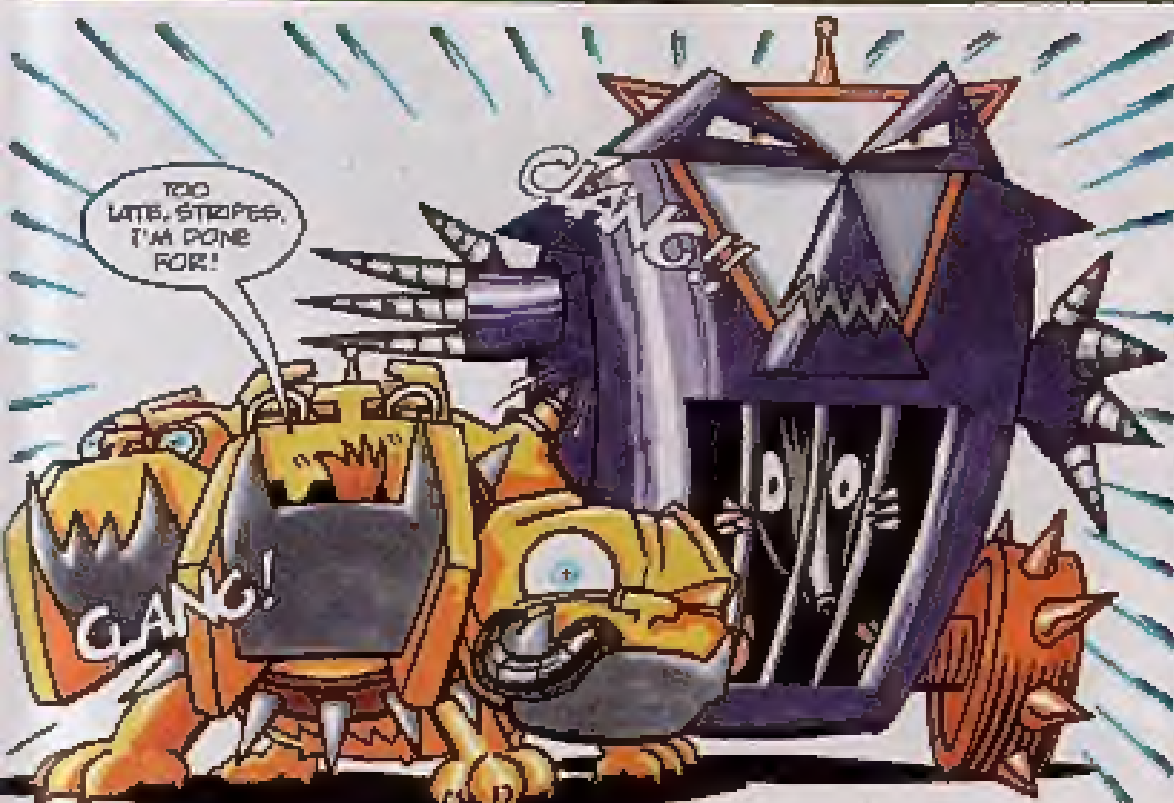
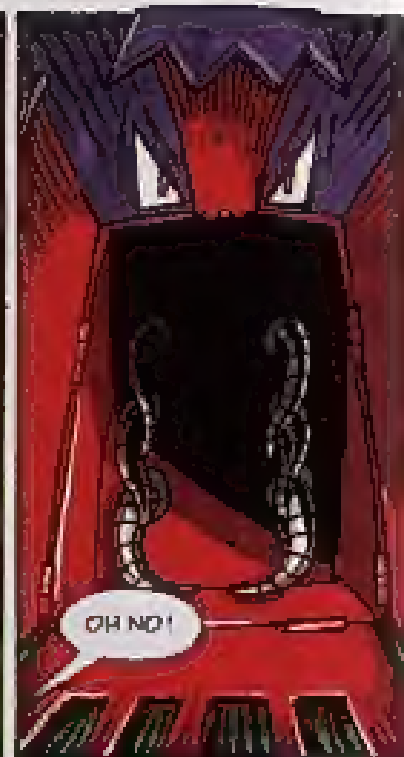
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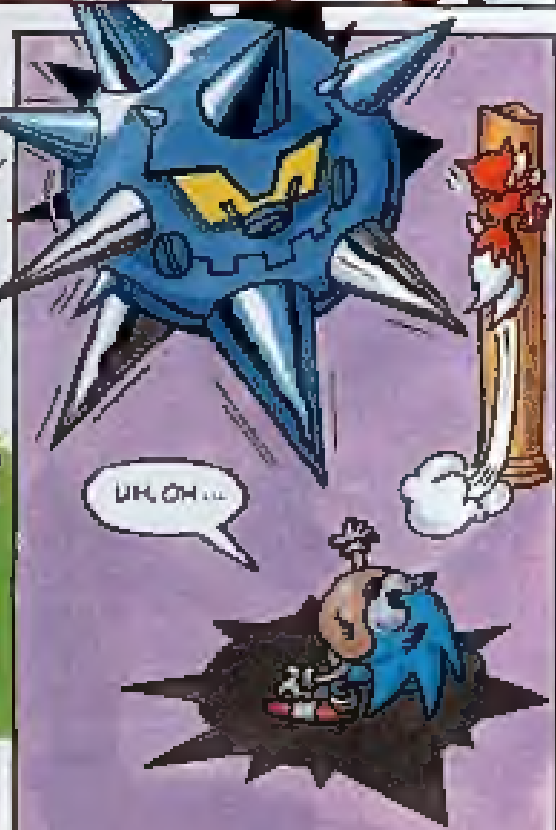
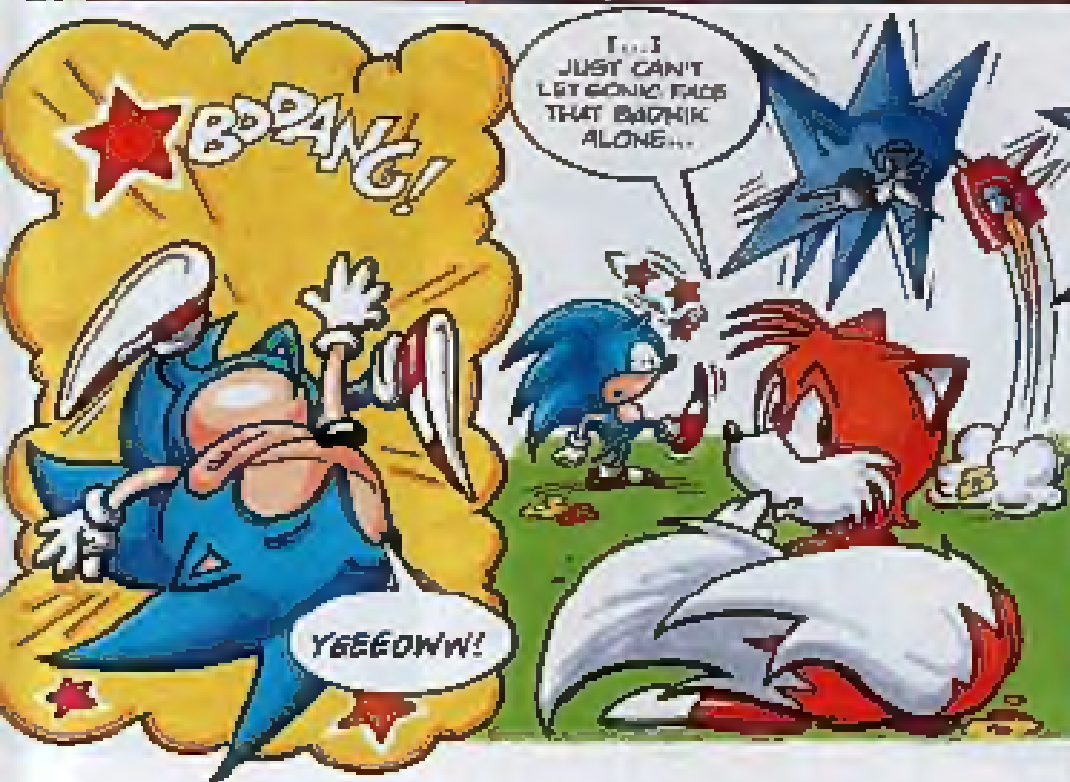
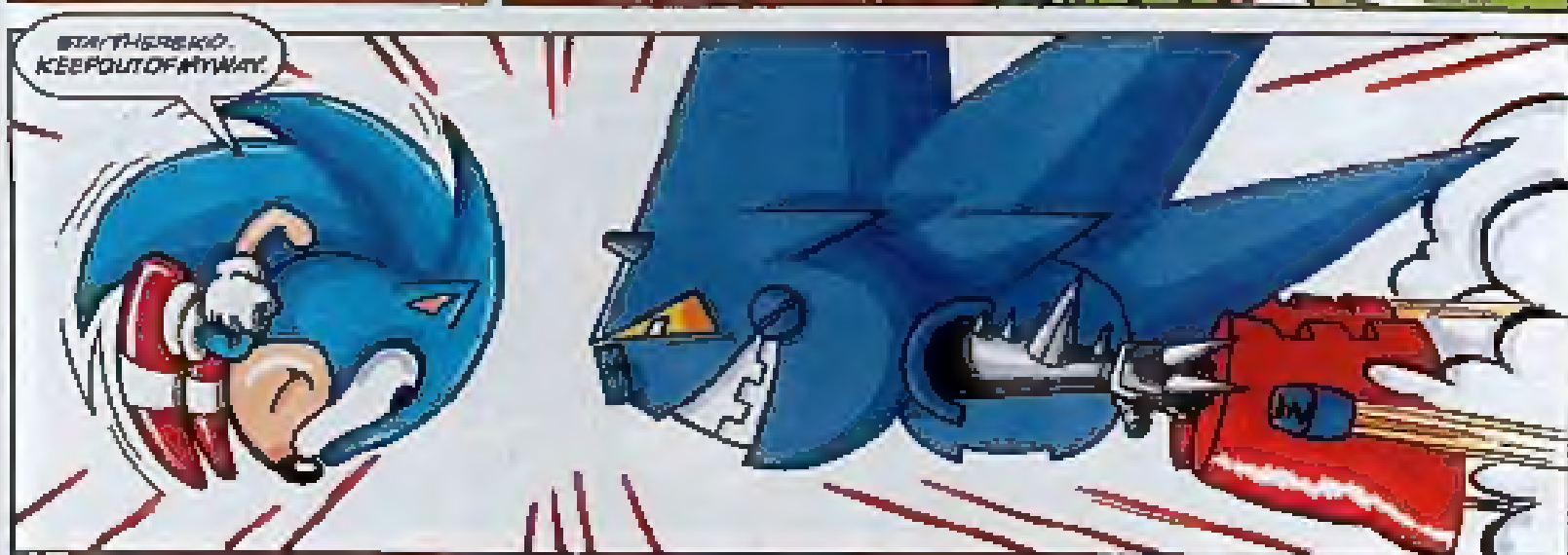
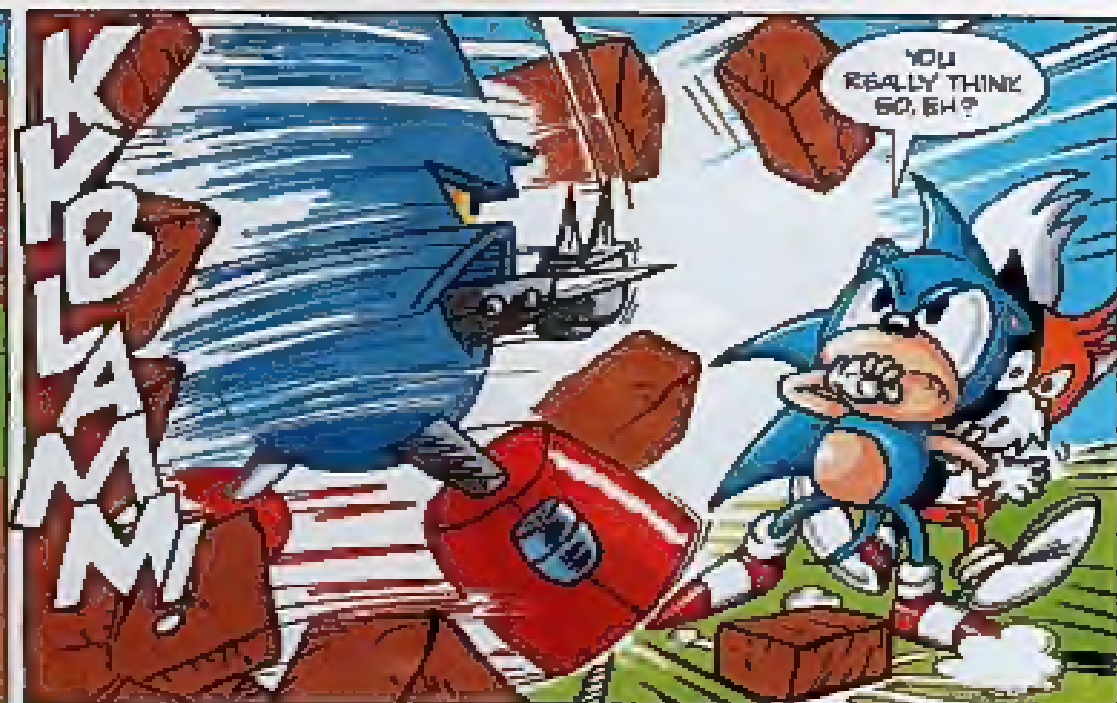
I MEAN, I
KNOW IT COULDN'T
HAVE BEEN YOU AND
EVERYTHING, BUT
YOU KNOW HOW
PEOPLE ARE...

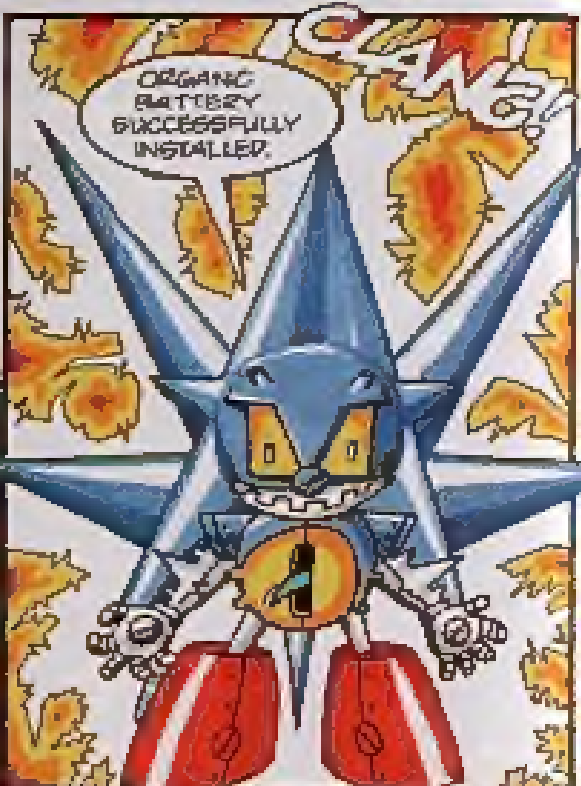
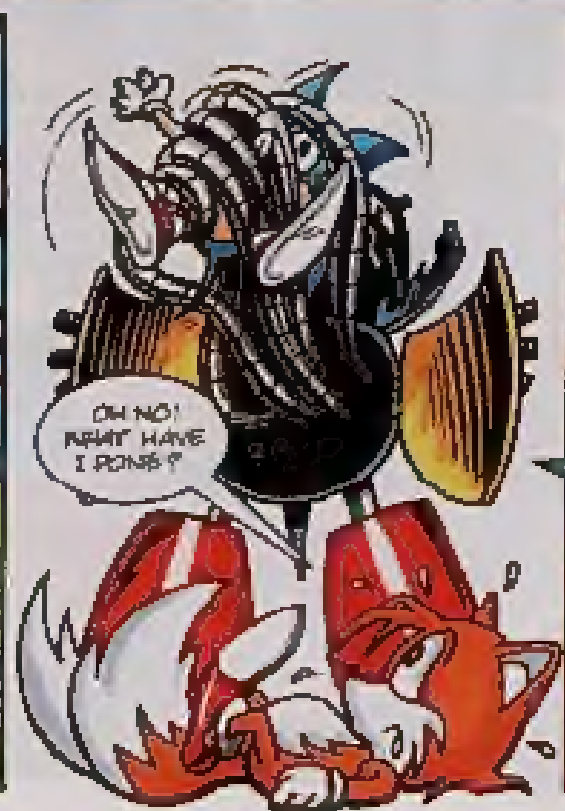
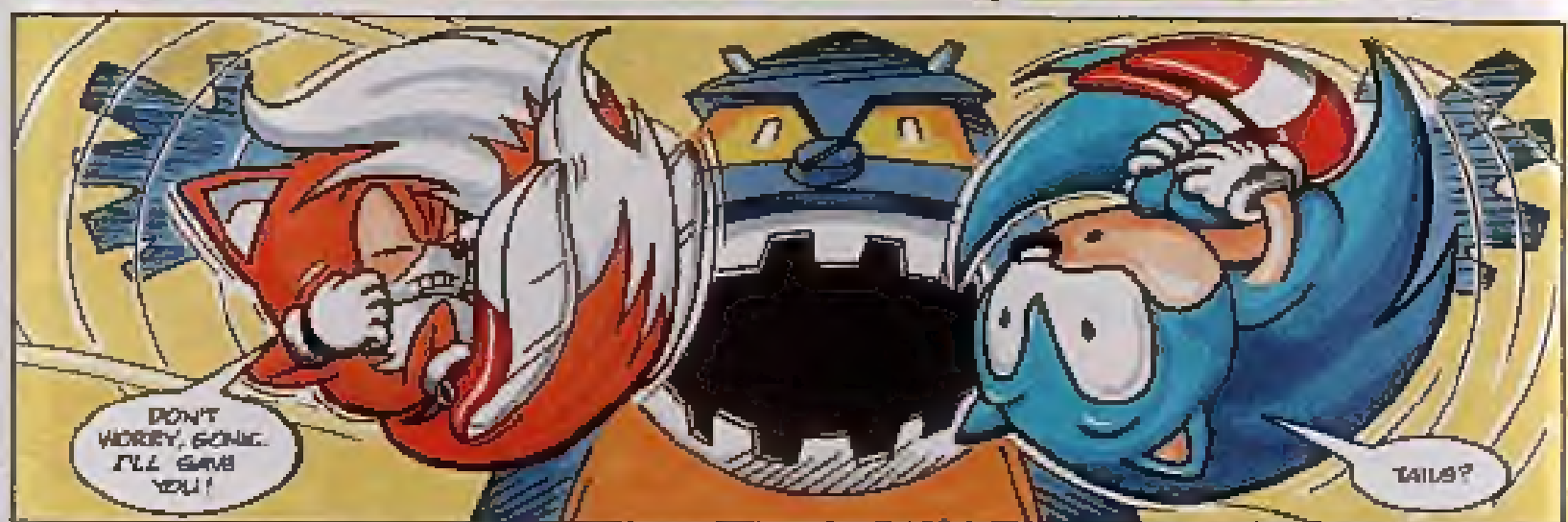
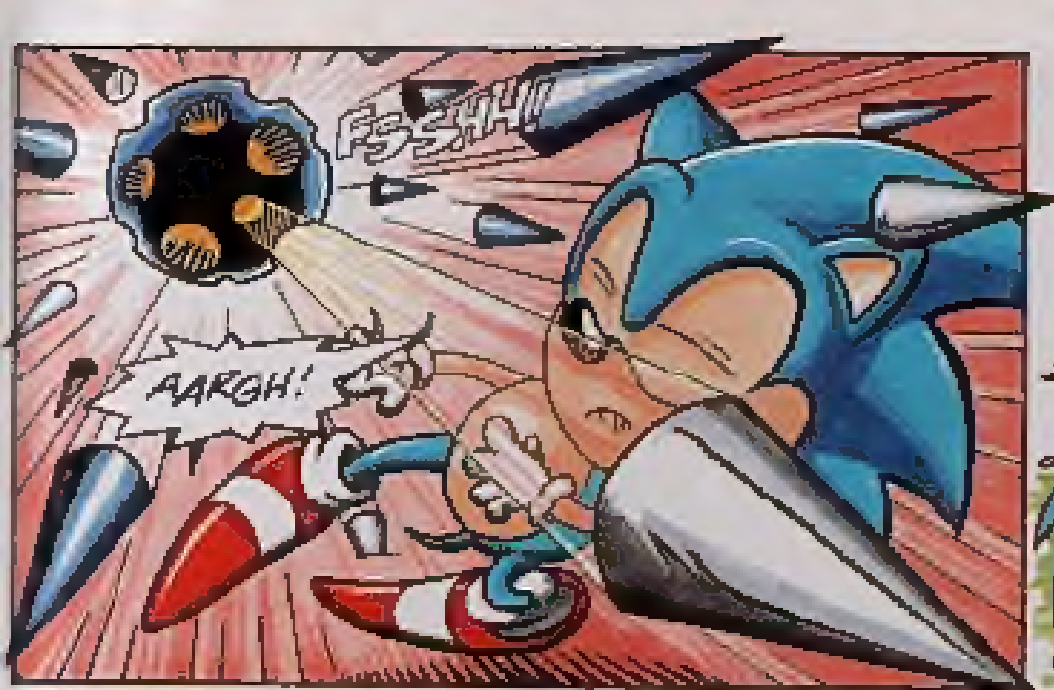


HEY!
DON'T HAGGLE
ME, KID...

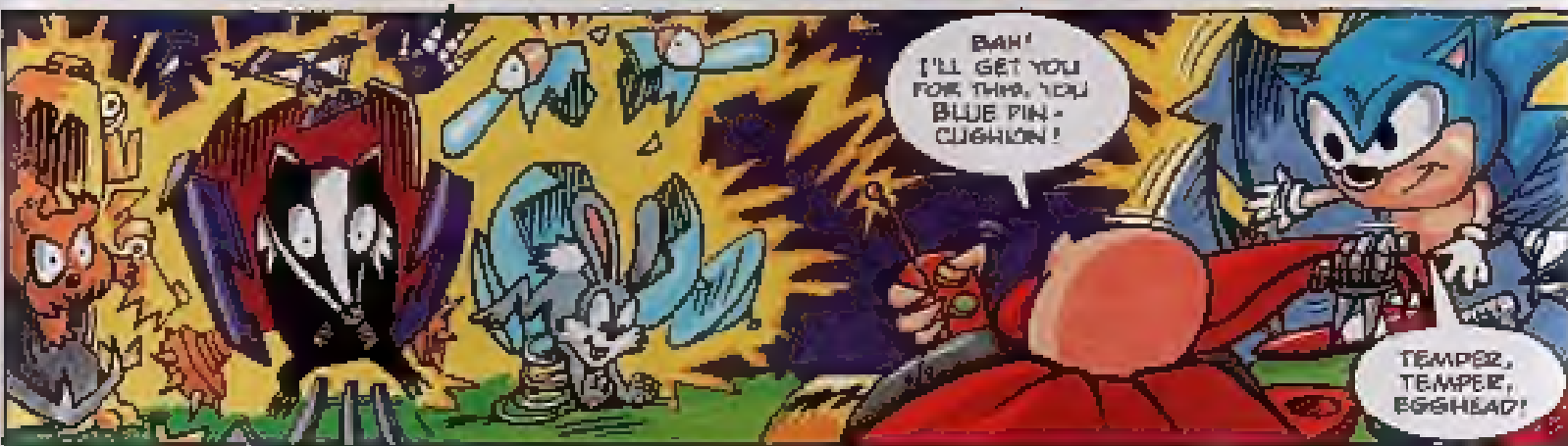
...I'LL
TAKE CARE
OF IT!











REVIEW Zone

Enter the zone that brings you the up-to-the-minute reviews of all the new releases for the Sega games systems. STC REVIEWER THIS ISSUE: Tony Tekashi.

WONDER BOY IN MONSTER WORLD

game type:

DRIVING

1 - 2 PLAYERS



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yummyville
40 - 70% - Normalville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!



STREETS OF RAGE 2

game type:

FIGHTING

1 - 2 PLAYERS



Wonder Boy in Monster World is a conversion from the Mega Drive game of the same name. It has all the same gorgeous graphics, bawdy tunes and stupidly addictive gameplay. Wonder Boy now has to move arcade action and fiendish puzzles to take them over before.

You are Shion and you have to rid Monster World of an breeding army of monsters. You start with just your trusty sword and the most basic boots and clothing.

As you progress through this arcade/adventure game you have to destroy the weird creatures that confront you. They will release gold coins or hearts to top up your strength. Gold coins can be exchanged in shops for power-ups and extra weapons.

You can call up your vital statistics at any time by hitting the Start button. You then access a series of drop-down menus where you can access weapons, shields, armor, boots, magic and items collected along the way. As you pick them up your drop-down menu will show them as collected and you can pick and choose at will. One of the nice touches is the choice of magic spells you have, with thunder, earthquakes and firestorms is none but three.

Overall Wonder Boy in Monster World is another classic and if you have any of the previous games then you must get this. It really is that good.

If you are a newcomer to the Wonder Boy series then welcome, you couldn't ask for a better introduction (unless you read the Wonder Boy strip in STC) - Megahead. - TT.



FAST FAX

PUBLISHER PRICE

SEGA

£29.99

GRAPHICS



SOUND



PLAYABILITY



RAVES



GRAVES



OVERALL

80%

If you thought Streets of Rage was good then wipe those sweaty palms dry and prepare for round 2!

- Streets of Rage 2 is amazing!
- It is one year on from the original battle and the evil Syndicate has resurrected itself. Mr X, the head bouncer, has kidnapped Adam. Now Blade and Axel, along with Adam's younger brother, Skate, set out to rescue him.
- There is a full options menu with choice of difficulty levels, number of lives, magic fruits and sound effects.
- Before starting the game you can choose to control Axel, Skate or Blade. Each character has their own set of skills, strengths and weaknesses. Another nice touch in this follow-up are the special moves each character has, so there is plenty to do and explore with each of the three characters.
- All the standard-issue weapons are there, with knives and poles. You also get to top up your energy by picking up food.
- Mr X's thugs are as nasty as ever and they now attack in faster and more vicious combos. You can no longer just jump kick everyone in sight, you actually have to start timing and thinking about some moves!
- There is a two player option where you can link up two Game Gears with the cable accessory and really get serious.
- Music is by the legendary Yuzo Koshiro who did the Mega Drive tunes and the Game Gear version has the same funky beat and laid back chill feel. - TT.



These Waldo-like chappies are howling again!

Time Gal is the latest cartoon arcade to be converted to the Mega CD. You play Time Gal who travels to different time zones and has to overcome the dangers that face her there.

The demo of the game gives you a taste of what is to come with Time Gal fighting all dinosaurs and vicious water beasts.

If the going is too tough then you can go to the option screen and up your lives to four and choose from easy, normal and hard difficulty levels. You can even listen to some groovy genre sound effects.

On going into the game you find out what time zone you have entered. Then Time Gal appears and you have to follow the on screen prompts by pushing up, down, left, right or holding a button to fire. You can also get on screen real prompts to choose from if you really lose your way. On losing all your lives you get the chance to continue up to three times.

The action is varied and the presentation good. Time Gal offers plenty of obstacles to work through and the random choice makes for a challenging game.

TV



DEVELOPER

PUBLISHER PRICE

GRAPHICS



SOUND



PLAYABILITY



60%

DEVELOPER

PUBLISHER PRICE

GRAPHICS



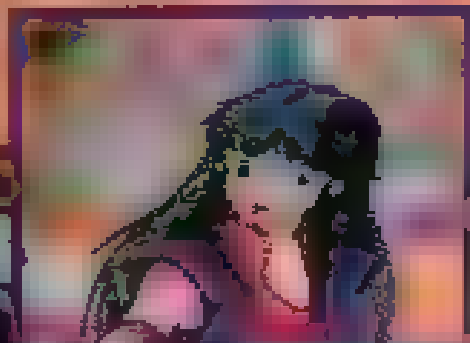
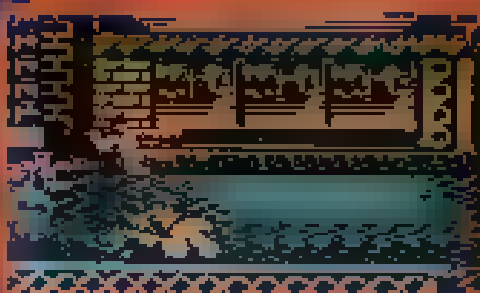
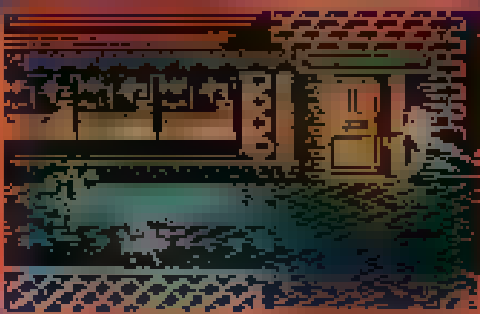
SOUND



PLAYABILITY



80%



WANT A BRIDE
FOR THE PRINCE?



THE TWO WERE RUNNING
SO FAST THEY WERE
LOST IN THE MOUNTAINS
AND THE PRINCE
WAS NOT THERE TO
MEET THEM



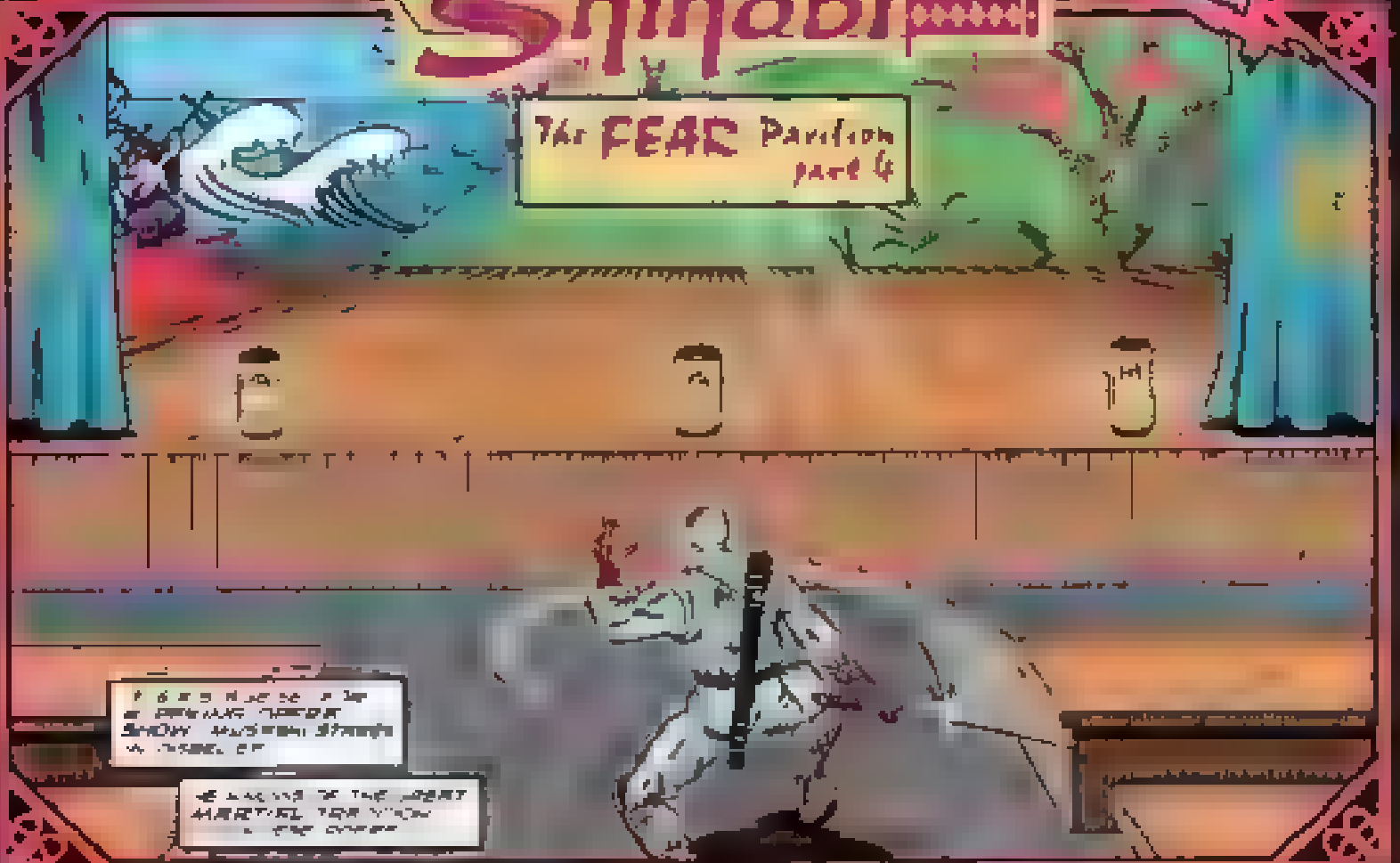
BUT THERE WAS NO PRINCE
AND THE LORDS OF THE
MOUNTAINS WERE NOT THERE



AND THERE WAS NO PRINCE
AND THE LORDS OF THE
MOUNTAINS WERE NOT THERE
THE LORDS

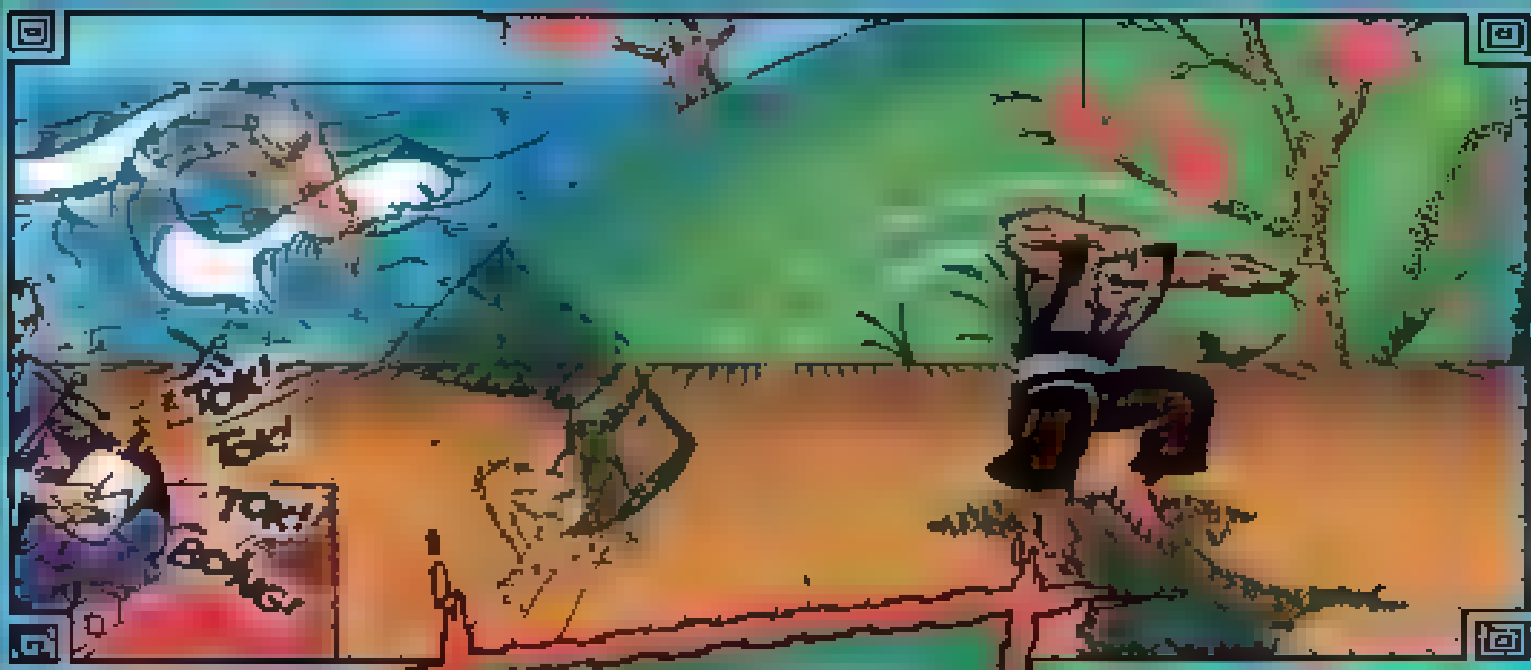
Shinobi

The FEAR Pavilion
part 4



THE LORDS OF THE
MOUNTAINS WERE NOT THERE
AND THE PRINCE WAS NOT THERE

THE LORDS OF THE MOUNTAINS
WERE NOT THERE
AND THE PRINCE WAS NOT THERE



WE AS AM IN THE MOUNTAIN
KING HAVE MADE THE
HARDEST THE BEST LOVED
OF ALL LIFE IN MOUNTAINS

KNOW THE NAME OF
THE ONE WHO'S LEGENDARY
KING IN MOUNTAINS

WE AS AM OF
THE MOUNTAIN

WE AS AM OF
THE MOUNTAIN



WE AS AM OF
THE MOUNTAIN



WE AS AM OF
THE MOUNTAIN



WHAP!



IT WAS ALMOST THE END
WHEN ONE OF THE NEO ZEDS WOULD
BE DEFEATED BY THE NEO ZED

THE NEO ZEDS WERE ALREADY IN THE ZED
AND THE UTTERLY FEARFUL
THEY COULD BE THAT OF THE
AND THE NEO ZEDS WERE ALREADY
THEY WERE ALREADY THE NEO ZED

WHAP!

THE NEO ZED
WAS ALREADY THE
THE NEO ZED

THE NEO ZED
WAS ALREADY THE
THE NEO ZED

WHAP!

THE NEO ZED
WAS ALREADY THE
THE NEO ZED

KEEN
DEEKEE

IT WAS THE FEAR OF
THE NEO ZED
THE NEO ZED
THE NEO ZED
THE NEO ZED
THE NEO ZED
THE NEO ZED

THWAP!



A FOLLOW-UP OF THE MONKEY STYLE WILL ROLL AROUND ON THE GROUND LIKE A REAL MONKEY THEN LAUNCH SUDDEN ATTACKS FROM BEHIND HIS OPPONENTS BLARE



IT'S A VERY EFFECTIVE TECHNIQUE BUT ONLY IF THE OPPONENT IS FOOLED BY SUCH DRAUGHTY TRICKS



THE MAIN DANGER OF USING SUCH TRICKERY IS THAT THE TRICKSTER IS OFTEN EASILY TRICKED..



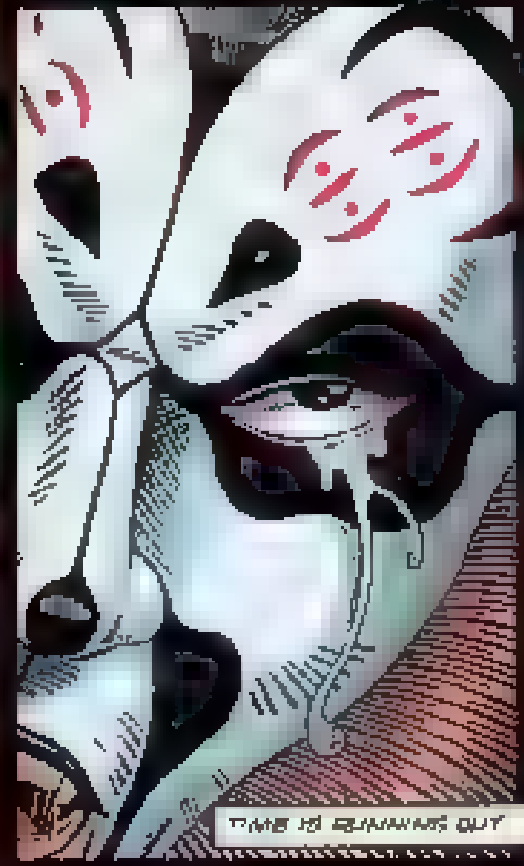
SURE IN THE UNKNOWN YOU TELL NEVER MAKE THE ASSASSIN TALK, AWEASAM CHANGES HIS TACTICS



WE CAN ONLY REPORT THE WAY AND MOVE IN

BUT ONLY MORE THE SHADOW OF THE FOUR THE NINTH EXECUTIONERS AND COMMAND THE FOOT SOLDIERS OF THE NEO ZEO, HAS DEFEATED AUBRECH.

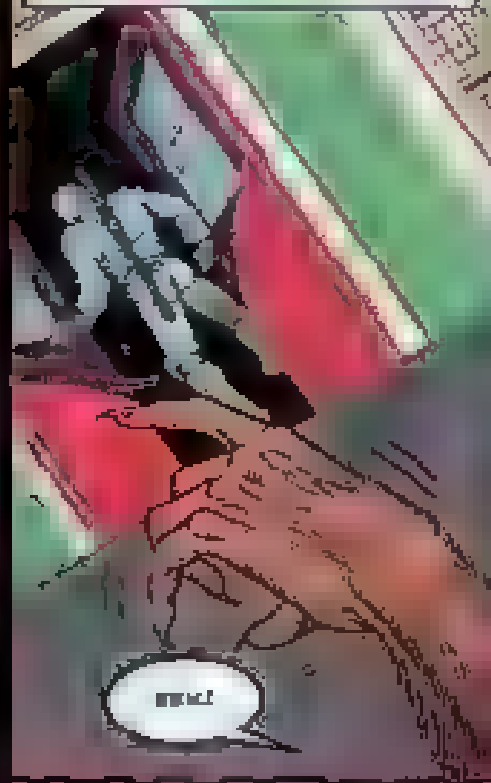
WITH THE COMBINED MIGHT OF THEIR ELEMENTAL POWERS, THEIR COMMAND IS ABSOLUTE



TIME IS RUNNING OUT



EEEE
EEEE

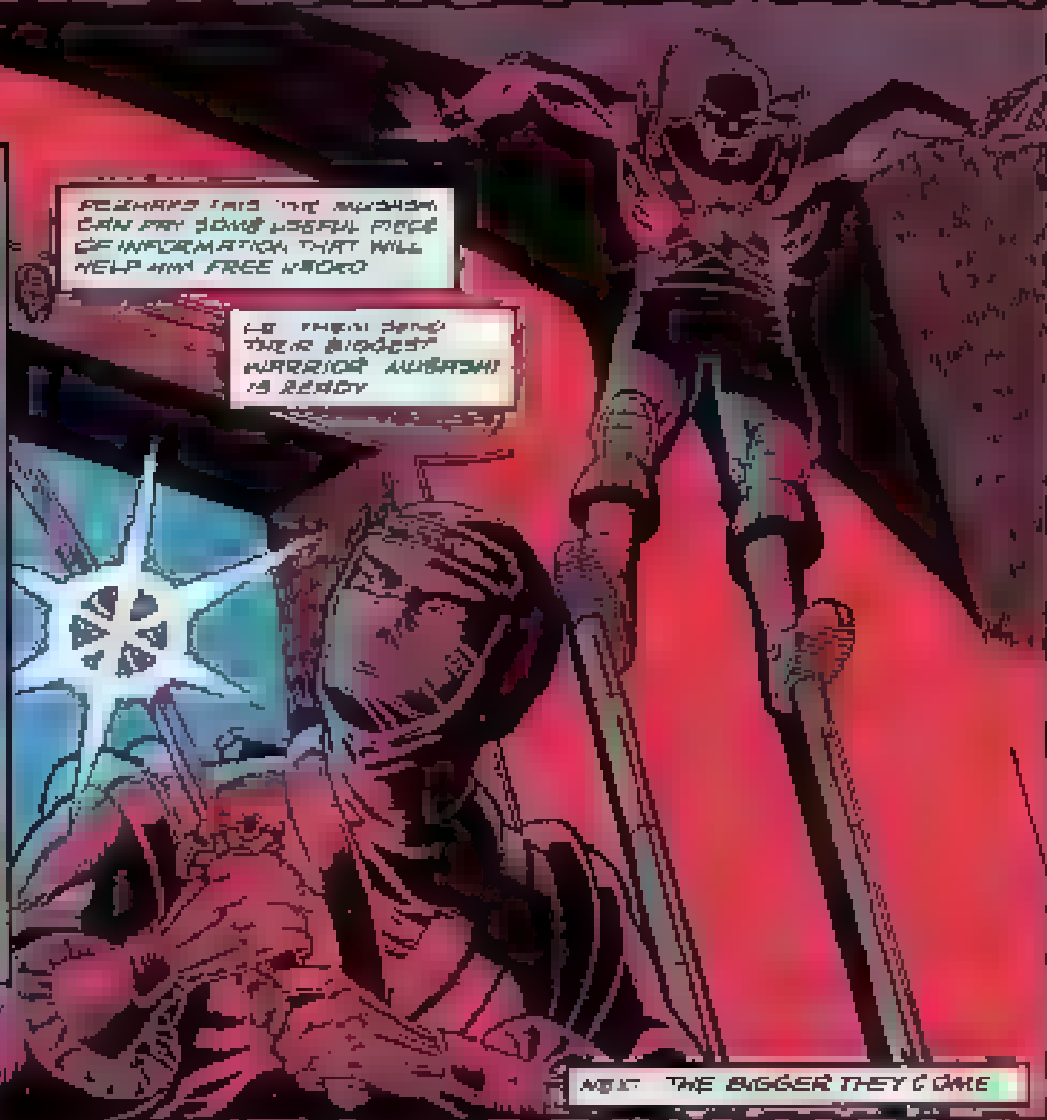
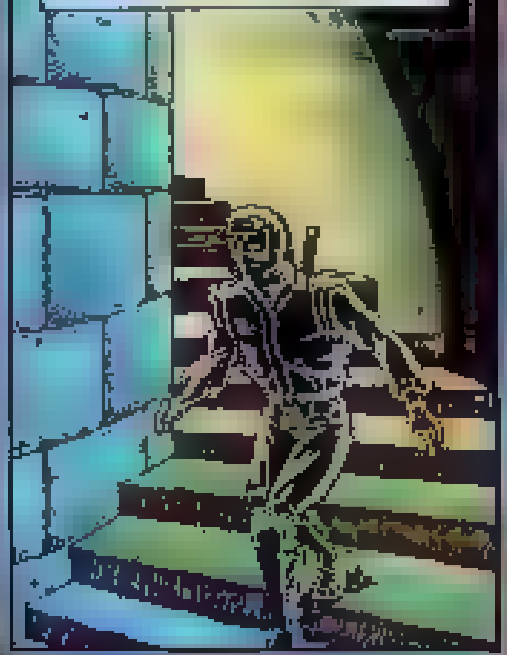


EEEE

WARRIOR MUST MOVE DOWN TO THE NEXT LEVEL AND DEFEAT HIS NEXT OPPONENT IF HE IS TO FREE NIROKO BEFORE SHE CAN BE TAKEN OUT OF HIS REACH ONCE MORE

PERHAPS THIS TIME AUBRECH CAN TRY SOME USEFUL PIECE OF INFORMATION THAT WILL HELP HIM FREE NIROKO

LE THEM SEND THEIR BIGGEST WARRIOR AUBRECH IS READY



AND THE BIGGER THEY COME

Sega's Show Sensations

Huge crowds flocked to Sega's CES stand in Chicago to witness the hottest new name in video gaming.

HOT HARDWARE

YR FOR THE HEAD

An actual finished, working *Yuruzi Battle* headset was on display along with a not-quite-finished game. It is sleek and futuristic to look at with fully adjustable width and depth settings to fit even the biggest head. There's also a special focus control.

The good news is the beauty really delivers. Moving your head up, down, left or right shows objects all around you, most of which you can engage in battle. The VR game on display was *Iron Hawk*, a 360-degree shooting action game. You control a radar scope and have to find and destroy swarms coming in from all sides. The picture is in 3D and there's full stereo surround sound.

Even in its unfinished state, the game demonstrated everything VR is coming to the Mega Drive and it is coming soon. Sega hopes to have the system on sale around Christmas this year in the US at a price of about \$350. It should be available in Europe soon after that.

ACTIVATOR FOR THE BODY

Sega's new Activator controller was being shown off with *Stunts* or *Race 2* for the Mega Drive.

This unique "total body" peripheral enables the player to stand in an ergonomic frame. Leaps, kicks and arm movements high and low break beams of infra-red light and control corresponding moves on the screen. The Activator should be available in the US and Europe later this year. Price has yet to be set.

AWESOME ARCADES

SONIC FOR THE ARCADES

Sonic is coming to the arcades. A new *Sonic* arcade game console with a 50-inch screen was on show at the CES. The big news is that *Sonic* has a new stick-in-the-pocket (no dials or joysticks) control, via a trackball and buttons, either held in *Sonic* or together as they battle Dr Robotnik across the different lands. You have to collect rings for energy as you beat Robot or help around.

The graphics are beautiful and the action fast and super-stick. There are plenty of fun touches and the gameplay is fiendishly addictive.

WACKO'S WILD RIDE

One of the biggest hits of the show was the ASI simulator. This mini-arcade sim special simulator will ride hold up to eight people at a time.

The game on display was *Scorcher* by Sega. Introduced by, of all people, Michael Jackson (singer). He takes you through the three exciting stages in the space shuttle you are controlling—engine ignition, combat training and landing.

The graphics are straight out of *Star Wars* and the ASI launches its passengers around on hydraulic jacks, providing a brilliant side look for the ASI in arcades later this year.

SUMMER CES



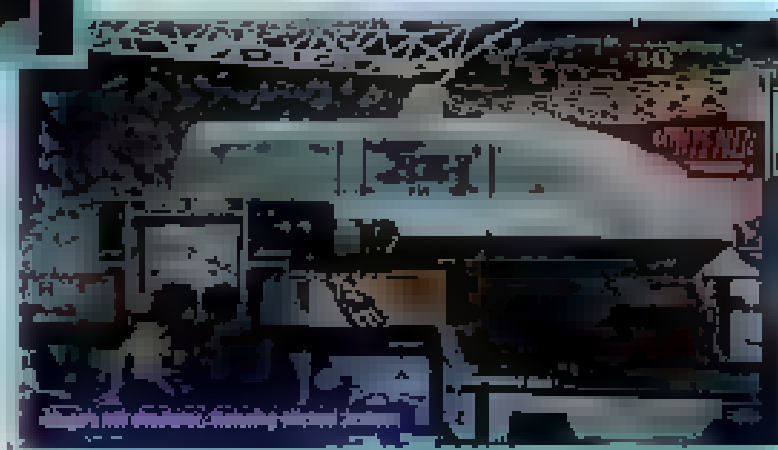
The CES is a great place to be at any time, but the place to be each summer is Chicago and the massive Consumer Electronics Show (CES). Here all manner of electronic wonders are revealed from car radios to home alarm systems to video games.

CES is the place off the major game distributor show off the very latest hardware and software. There are also glimpses of amazing new technologies that could transform video gaming as we know it. Sega's super computer, Tony Takarashi, was dispatched to bring back the hottest news of new Sega developments.

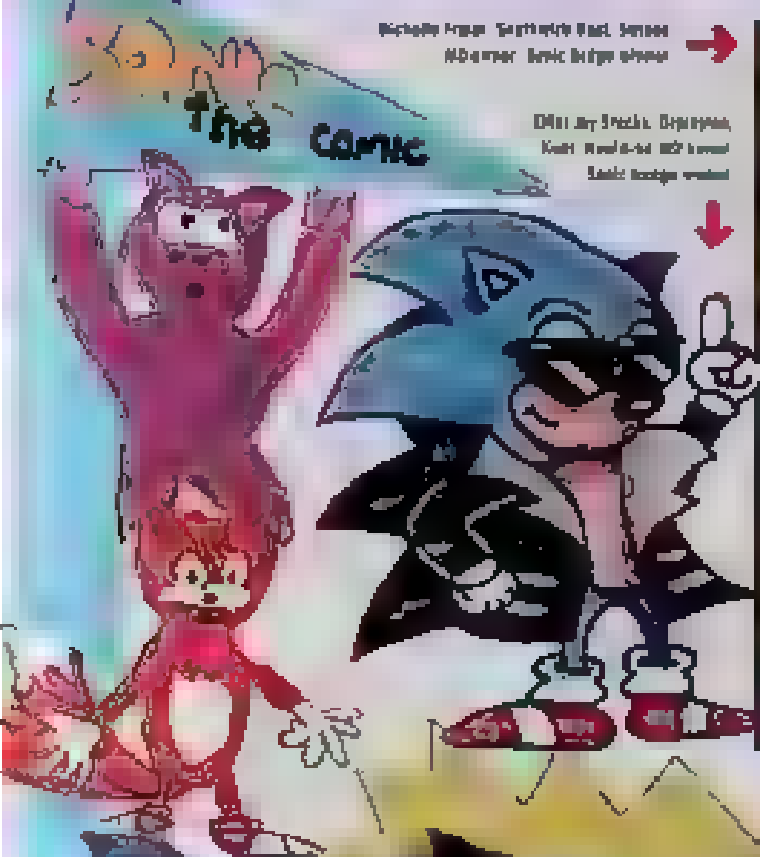


IS IT REAL OR IS IT CG2?

Probably the most gas-smacking hardware item at the show was the tiny Racing simulation called *Quadrax* Mega Game Pin. This showed off Sega's new arcade technology called the CG2 system. It is a 32-bit computer with the ability to produce 300,000 textured polygons with perspective texture-mapping and up to 700,000 vector calculations per second producing *Yuruzi Battle*-style graphics but for, for better, I couldn't tell whether the images in the game were computer-generated or actual TV footage.

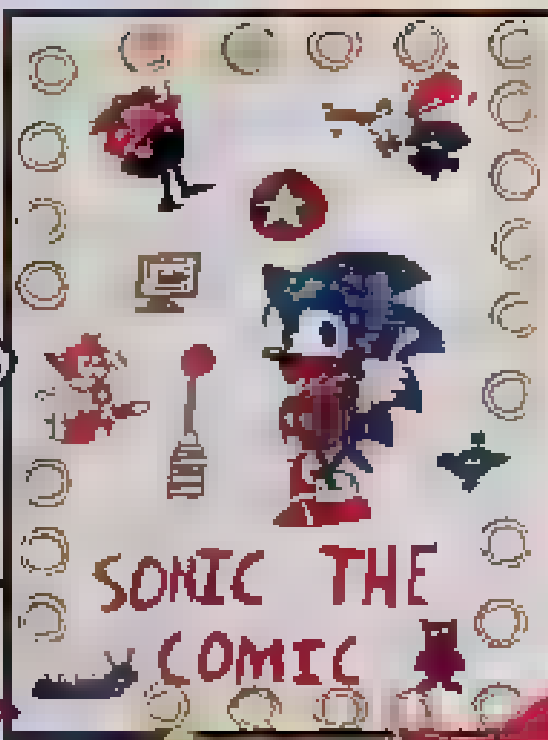


GRAPHICS Zone



Michelle Frapp, Cynthia East, Sarah Alderman, Sonic badge winner

Elliot Jay Brack, Bryson Kunt, Sonic badge winner



SONIC THE COMIC

Well, boomers, you've done it now. What? 'I'll tell you. You've sent in so many drawings to STC that we don't know what to do with them! Well, the humes-who-think-they're-in-charge don't know what to do. An intelligent deid like myself know what to do straight away - open up a special new zone to display your fab works of art. Welcome to the Graphics Zone. Every drawing printed here wins a groovy Sonic badge.



Doris Hirsch, Wilderweiser, Mary, Sonic badge winner

Anthony Austin, Malchuk, Mary, Sonic badge winner



Steve Aldridge, Bryson, Chris, Sonic badge winner



Sonic's girlfriend, Sonique-17, by Bob Clark, Brian Davidson, Mike, Sonic badge winner

THE GOLDEN AGE OF THE
FANTASY OF DARK AGES TO THE

THE GOLDEN AGE OF THE
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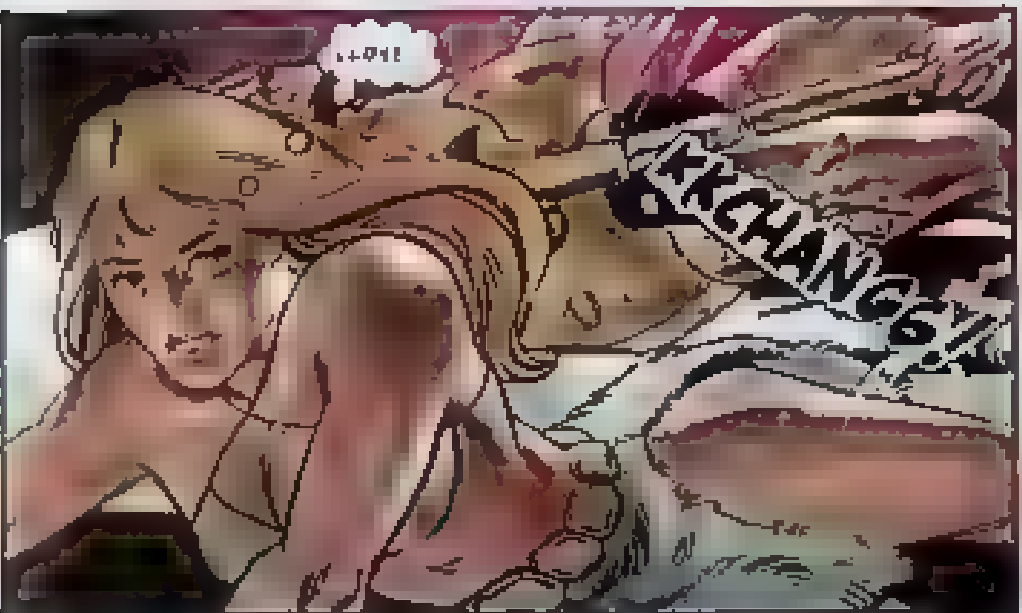
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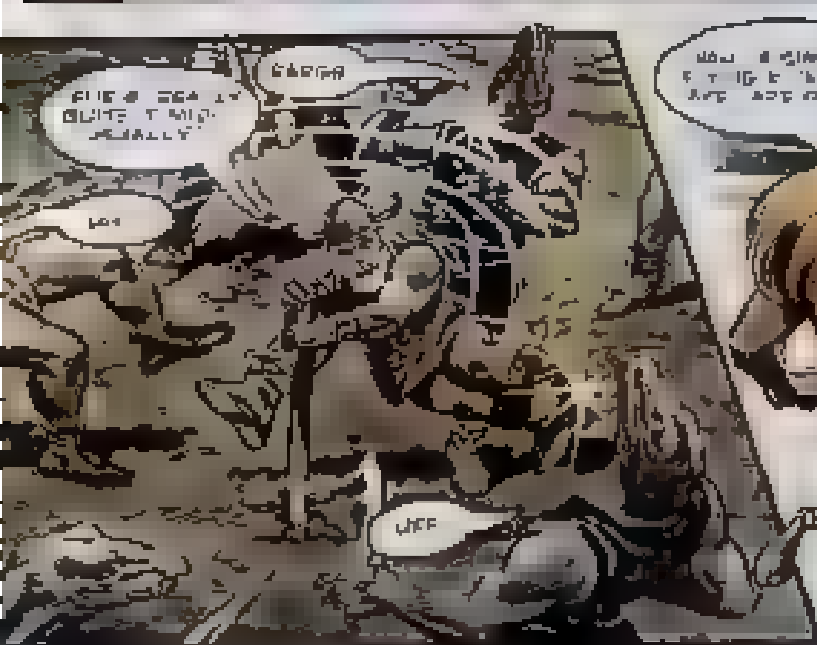
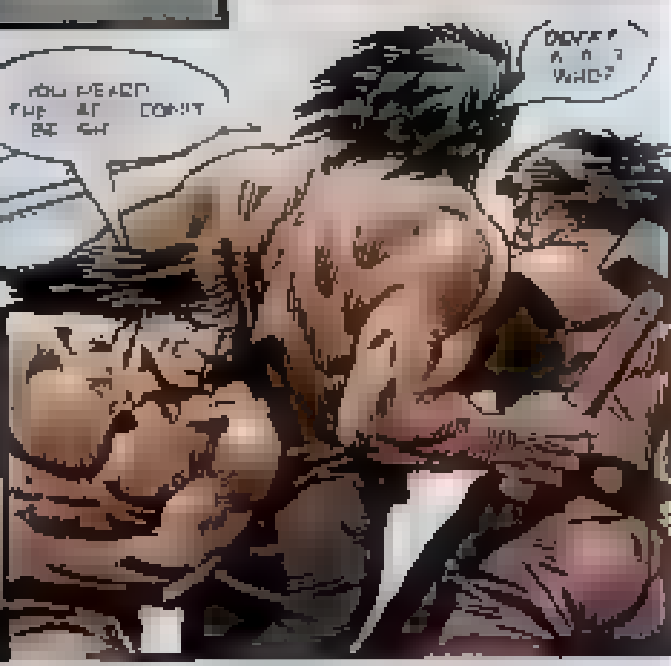
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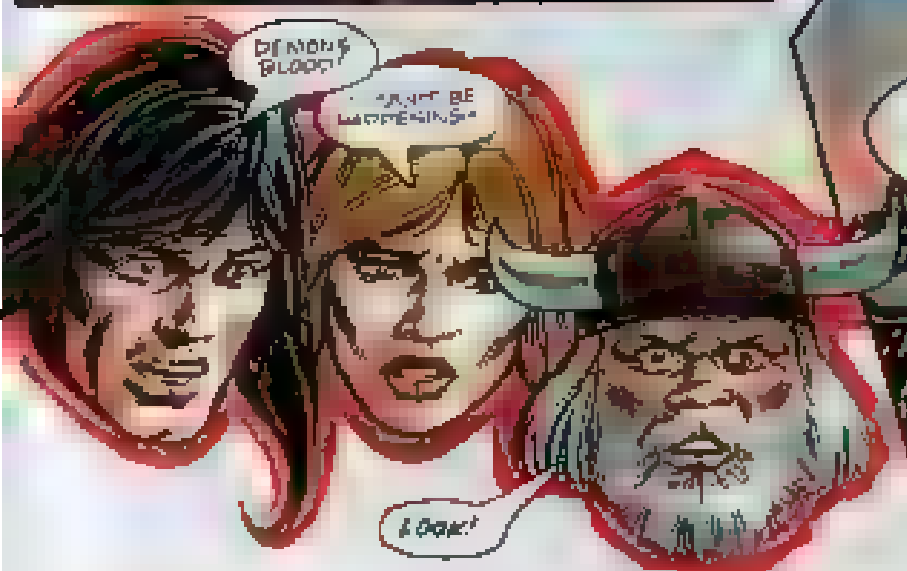
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NEXT ISSUE FIREDRAGON FALL

Q Zone special



The Mega Drive version of James Bond: The Duel (STC 1 79%, Demand £18.99) is a fine platform game. Q Zone brings you the solution, and how to help 007 save the world once again!

Level 1 3 HOSTAGES

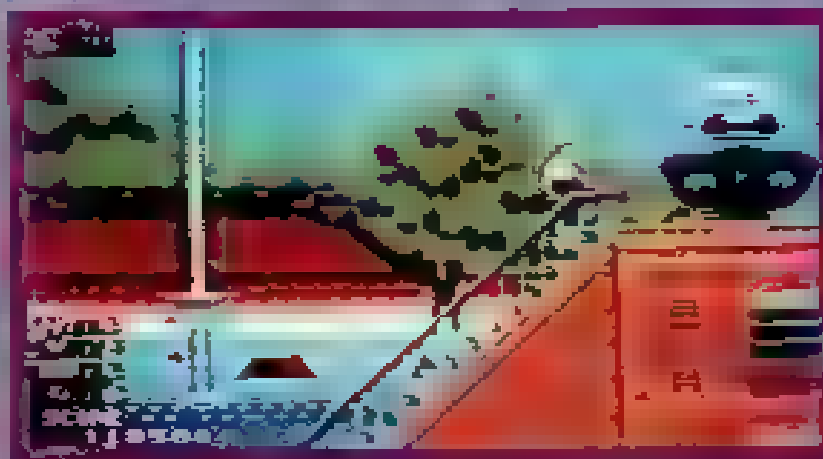
Start by going down the ladders where the prison area, then go right. Open the first gate to enter and go back to the start. Now go up the wall ladder and walk across the top to the end, get the second girl and climb down the ladders. Now does the jump, and keep going right. Climb down the ladders and walk slowly to the right. Shoot the guard, and as soon as you see the nightmare quickly run to the left to avoid being hit. Now climb up the ladder to the right, and run watching out for the guards as you go.

Go down the next ladder and onto a boat. Walk to the right edge, and shoot the guard as he nears you. Then jump right and right again. Climb up the side and run to X. Pick up the Q Case, though right to the end and climb up the ladder. Now left, being careful in jumping the gaps. Go up the next ladder, go right, then another ladder to collect the first girl.

Now go right, and down the next ladder. Jump over the bomb, jump on the next platform, hit the guard, then climb down the lift. Now stand on the steps, and shoot the guard by firing up.

1 1

James will keep walking left to right. Stay on the steps and keep firing up when he comes near. Repeat until he is dead. Now collect the bomb for the next stage. Go back and activate the bomb, return to the crane and go right. Stand about an inch from the lift shaft and jump up. Go left to kill the bottom, and jump onto the submarine when it appears.



Level 2 3 HOSTAGES

Well, then kill the guard, jump across the gap and climb up the first trap. When you see the rope, jump over it and go left to rescue the first. Continue climbing up the ladders to the prison area and go up to rescue the next. Climb down and go right to the top platform.

1 1

Walk to the right slowly, and stay crouched down. To see or hit some one at the ground and start firing as you keep shooting until he is dead. Go right and climb up the next four ladders the second girl. Go back just the next ladder, and climb down the next ladder. Walk left into a chamber, and up the ladders for the fourth girl. Climb down to go right. Climb up the far branch of the next tree, and jump right avoiding the pit. Walk right, left into the next pit, rescue the fifth girl and climb up the ladder. Walk left, climb up the ladder and collect the Q Case to the left of the last platform. Climb to the next stand and walk slowly right.

1 1

Keep firing at the ship, but keep out the way of the fire. Making your grenades will help. Once you run to the right and jump to the far side of the air tank. Then climb down the side of the branch. From here go right to rescue the sixth girl. Drop down to the ground, get walk left to get the next girl. Go right and up a slope. Walk into the lift to go down and jump up it. At the bottom go left to activate the bomb, then right to the end to item 2.



Level 3

2 HOSTAGES

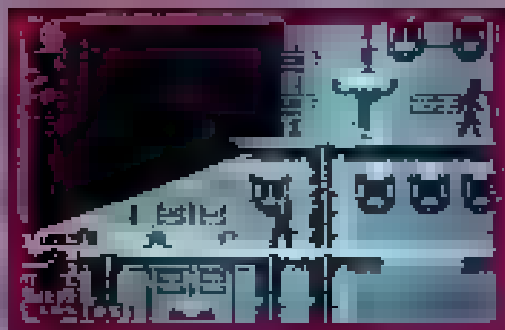
Go up the lift and go to the top floor. Run right, and down to rescue the cat girl. Go all the way back and take the lift to the bottom floor to rescue the 2nd girl. Walk right, and jump onto the moving platform. Make sure you jump onto the island in the middle to avoid the bombs. Once across, walk right and up the ladder. Once at the top, take the lift up to the next platform and go left to get the 3rd girl. Go down on the lift and jump right over the gap. Be careful not to get hit by the bombs. Climb up onto the next platform.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Stay where you are and keep shooting up at her until she is dead. Climb up and collect the heart, then walk right near the top. When the roller comes along, jump up to grab onto it. Drop off it and land on right hand side as the guard, immediately shoot him and climb down. Be ready to save the 4th girl. Go all the way back to the main platform, then go left and go to get on the lift. Get off on the next platform and collect the Q Case. Go all the way up to the top of the building.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Make sure you stand on the left hand side of the last lift going up. This way you don't get hurt by the bomb. Jump onto the platform and keep shooting until it blows up. When it's gone, get the bomb off and run like mad to your right and climb down all of the platforms. Then go right and up. Jump on the railway to go to the right and it's level 4.



Level 4

5 HOSTAGES

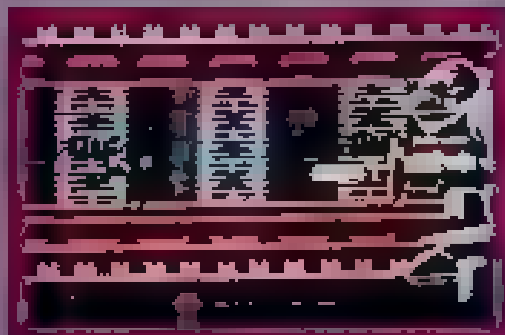
Run right until you come to the end. Walks along this be very careful when you jump across the platforms. Timing is very important to avoid the bombs. Make sure your reflexes are fast to shoot the scientists as they are very quick on the jump. Once you are at the end and see the Q Case and go up the ladder to rescue girl one. Jump left and go up to it. Shoot the guard, jump right, and go up another lift.

Run along to the left until you come to the third floor. Watch jumping across each one in hand on perfect timing. Don't jump across the 3rd rd.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Stand crouched down on the edge. This way Odagah won't be able to hit you when he throws his hat. When he comes to the edge on the other side, keep firing until he is dead then jump across. Continue left and up the next ladder. Go left into a corridor and collect another Q Case at the end. Run up on the top and get the 2nd girl. Climb down, go right and jump onto the space shuttle. Travel across to the right until you come to another corridor. Go along and collect another Q Case, then climb up the ladder. At the top go left across the top of the shuttle. Go to the end of the next corridor to get girl 3.

Go up the lift and at the top you will find the fourth girl. Go right and to the next ladder. Run left to get the last girl. Go off the bomb, climb up the ladder and run right.



Top Tips

Climbing down the ladders is very slow. A better method is to go down it and down. This will take you down at speed. When the guards are around, the best way to avoid being shot is to press up in the doorways. The guards will pass you without noticing.

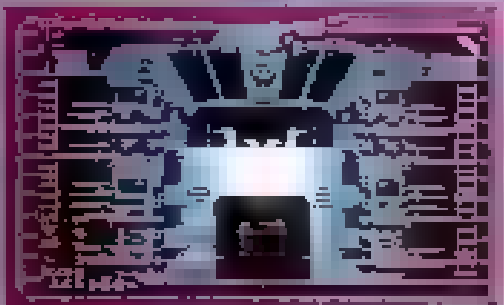
Always pick up the extra ammo after shooting a guard, they rarely come in handy. Another good way of killing the guards is to crouch down when one approaches. They won't hit you, but you can hit them.



Jumping 4 and down on the jump automatically will hit 10000 plus down the valley at great speed.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

The top limit is fairly strict but as you stand in a spot, keep throwing your grenades at him and shooting but watch out to the side if a back off when he shoots then attack again. Repeat until he has gone down to your right a second one more challenge.



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Few has another come back from the dead after killing him so he first tend to try and stop as he quite easily throws out some bombs so be sure to be quick to pick this up.

As it actually only takes a few seconds to go up the ladder and stand there shooting, you can keep you from here as after a number of hits he will blow up and that blonde will appear. Climb down and go up to be for the top-awaited time.

IN THE WONDER BOY IS TRYING TO STOP A
BAND OF EVIL MEN FROM DESTROYING
A WHOLE LOT OF PEOPLE OF A FISHING VILLAGE

DON'T
BLIN' FIGHT
THEM

WAAAA!

WONDER BOY

DEMON WORLD
part 3

LOCK
ME UP
WITH THE
BEST

WAAAA!

WELL I'LL
FIGHT WONDER BOY

YOU
FIGHT WELL
ENOUGH

BEHOLDEN
TO YOU ANY
ONE

WAAAA!
WAAAA!
WAAAA!

AT THE
VILLAGE
GO
ON
FLIGHT

YOU'VE MADE
A GOOD WALL OF
IF YOU COULD
CONTROL YOUR
TONGUE

FZAAA







YOU GO AFTER THE DEMONS. I'LL GO BACK AND SEE IF ANYONE'S LEFT.

ASK FOR SARA WHEN YOU GET BACK.

YOU SAVED ME...
...AND I DON'T EVEN KNOW YOUR NAME.



TAKE THIS. LOOKS LIKE YOU'RE GOING TO NEED IT. IT LETS YOU BREATHE UNDERWATER.

MIR, THANKS SARA.



THE WAGONS! THEY'RE REAPPEARING INTO THE SEA!



BUT NOW - ?
MAGIC. THEY'RE SEALED BY MAGIC.



MY HAND FEELS WETTER. THAT DEMON BLAST REALLY CALMED IT!



WHEW!
DONCE BUBBLIN' TROUBLE!

NEXT ISSUE: ATTACK OF THE KILLER TOADSTOOLS!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Seganational prize!



Convert

Dear STC,

I think your mag is brilliant. I have got a Nintendo but I think Sega is a thousand times better.

First I wanted a Game Boy, then a Super Nintendo, but now I want a Mega Drive.
Oliver Dean, Bournemouth. MD winner. Sonic badge winner.



Nintendo? Sorry, is this some kind of system I am not aware of? Do they do video games as well?

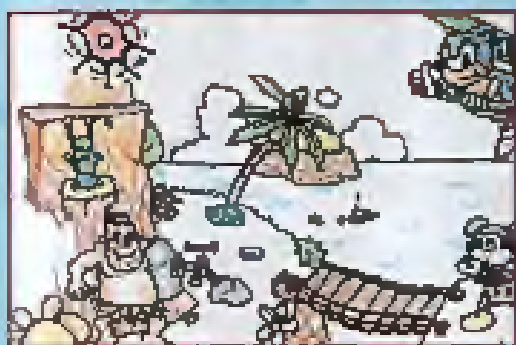
Worth it

Dear STC,

I love all Snazzy reviews, brilliant comic strips - STC is filled with news, info, wicked tips and cheats and all for 50p. With some computer mags costing up to £3.99, STC is well worth the money. Peter Wallman, Epsom, Newmarket, MD owner. Sonic badge winner.



True, Peter, true. You also don't get to suffer with loads of pics of strange-looking homes in STC. Just wonderful me, Megadroid.



GAME BEAR HEROES

Andi Roberts, Altrincham, Ches. GD owner. Sonic badge winner.



Oldfash Attack

Dear STC,

This letter is about Mr Oldfash who made that really awful comment about your mag in the first issue. All I can say is I hope he is reading this because I just hope he falls flat on his face. I think Sonic The Comic is the best.

Dorian Steele, Droyden, Wiltshire. Sonic badge winner.



Thanks, Dorian. You weren't alone in wanting to rearrange Mr Oldfash's facial features. I have a feeling Oldfash is reading this and will be heard from again!

Sad Case

Dear STC,

Come on! 55p for a whole 16 pages, at right? For £1.95 I can buy 154 pages of a great Sega magazine.

Dr Robotnik's 'egg' (who was completely sad and stoned at 8 year-olds, who were 'in general' as 'late' Sega is, say, the 8-14 age group. Sonic is hard and strong. The way he is drawn, anyone would think Luigi could beat him up! Robotnik, who is meaner than Quesada from the Saturday comic, is drawn as bald as My Little Pony!

The Bayley Zone: How can you on Top 4 have less better graphics than Quesada? By giving the games a rating on Wednes - something most Sega games lack.

Sonic is well drawn but still has a complicated for rear average 4 year-old.

You're obviously not going to print this letter because you're a black chicken.

S. Morris, London. Sonic badge loser.



Yeah, yeah. That's a very boring, old challenge. 'I (we) think you give your real name?' This sad case prattled on forever about what he didn't like about STC no. 1 and achieved the distinction of being the only negative letter out of the thousands we received. Boomers here 2 to 38 loved STC - including 4 year-olds who had no problem with Robotnik!



ROBUSTIA THROWS A FIT

John Mulcahy, Birmingham MD owner. Sonic badge winner.

Poet's Corner

Dear Sonic,

I've written a poem about your fab new mag.

Sega The Comic is really cool

Every fortnight when I get home from school

Go to the shop and get my copy

And read and read 'cos I can't sleep

Jonathan Christie, Watford, Herts. GD owner.

Sonic badge winner.



Steezy? What kind of language is that for an educated home? Well, I must admit it does scan nicely. Jonathan

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Seganational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, in made of metal and has a colour cloth pin filling. Be the coolest Sonic Bomber in your area - get writing and drawing now!



NEXT ISSUE

SONIC IN SPACE!

Danger on the Death Egg satellite!

**GOLDEN AXE
IN THE AIR!**

Cought by the bird of prey!

**WONDER BOY
UNDER THE SEA!**

Riddle of the bubble jungle!

**SHINOBI
IN TROUBLE!**

Stomped by the Snail Man!

PLUS

New-look charts!
Now featuring Mega CD hits!
The latest news, reviews,
charts, hints & tips and many
more surprises!

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COMIC No.5**

on sale Saturday
24th July

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VIDEO
GAMER'S
COMIC!

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London W6 8HU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What Sega game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 4
OF STC?

%

Only
95p

